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Mathlum-San

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The **Council's Union**, officially named **Mathlum-San**, is an anarcho-socialist country founded by Luri and Luri's followers, who were exiled from the [Jasha Republic](#). To the north, it borders the area of [Manias Magurasas](#), and to the south, it borders the area of the [Amce-Thuti](#).

Mathlum-San

General information

Variation(s)	Luri's State The Anarcho-Socialist Republic
Status	Socialist Decentral Democracy
Ruler	Deuks (chosen by the people)

Societal information

Official Language	The official language is the Tdet Vampiric Language Nure Dialect followed by Caxantha Language which has a extreme strong impact to Nure Dialect.
Demonym	Xaryas(self-proclaimed) Red Vampires(by others)
Religion	Several religions, some more majority, some more minority

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History



The history of the Council's Union began with a rebellion against Sukuna. Until the mid-1400s, Sukuna's behavior had slowly become increasingly selfish and arbitrary. She failed to observe what was happening around her and often accused others of faults she herself exhibited—a case of "the pot calling the kettle black."

Seraphy Dole Crisis (1450s)

After Luri was placed under house arrest in Sukuna's palace, there were widespread protests in Bhuri and surrounding areas. The protesters demanded not only the liberation of the vampire Luri but also improvements in labor conditions. Eventually, they declared the foundation of the Jasha People's Republic. Following this declaration, they marched on [Arbhajin](#), plundering and destroying wells where bitumen upwelled around the area. Additionally, they planned to invade Tawarisi Island again to carry out Luri's vision.

Hearing the news, Sukuna ordered the artisans of Arbhajin to create wooden dolls capable of absorbing negative miasma. The Jasha Federation and the Hashinvi traders' group, who opposed socialism, supported this mission. The wooden dolls, called "*Seraphy Doles*," were magical creations that absorbed negative emotions, including *Tristitia* (sadness), *Ira* (wrath), *Luxuria* (lust), and *Avaritia* (greed). These dolls, sent to Bhuri as "*the guardians of the revolution*," were remarkably effective. In just a few days, the rebels surrendered to the Jasha Republic.

After the rebellion ended, the Jasha Republic and local collectives worked to improve labor conditions, resolve conflicts, and ensure fair trade. The Seraphy Doles played a significant role in reducing corruption and injustice. Sukuna also permitted socialist policies to be implemented in Bhuri.

Explore over the Sunrise Sea

Some rebel members, unwilling to abandon their dream of a true anarchist-socialist society, decided to explore the unknown lands across the Sunrise Sea. During the winter, when the sea was covered in thick ice, they crossed it. Upon reaching the new continent, they discovered three stone ruins, traces of a village, and tall, sharp mountains. Although they initially attempted to settle, they abandoned the idea due to poor supplies, limited accessibility, and a lack of resources from the Jasha mainland.

The Kawashima Crisis (End of the Sukuna Regime)

The name "Kawashima" was derived from Sukuna's legal name during her time on Tawarisi. The crisis began when Luri's group publicly revealed Sukuna's former name, residence, and occupation before she assumed her title. Simultaneously, a member of Luri's faction wrote provocatively about Sukuna's acting, implying it was inferior to that of another actress. This deeply wounded Sukuna's pride and infuriated her supporters. In the aftermath, many pro-Luri dhampirs and Jashanites were imprisoned. Combined with the Pūṣpamagni Affair and the Seraphy Dole Crisis, Sukuna's popularity and authority steadily eroded.

By the late 1450s, rebellion erupted. Disillusioned humans, non-human groups, and other factions frustrated with Sukuna's regime joined the conflict. Key events included the *Battle of the Twin Castles*, where rebels held off Republic forces for weeks, and the *Massacre of Arbhajin*, where many pro-Sukuna supporters in Jasha were killed. Ultimately, Sukuna abdicated, marking the end of her regime. Traja, a highly respected female Tdet vampire, was elected leader of the Jasha Republic by the Samgha, tasked with creating a new government.

Traja's Reformation

After her election, Traja took decisive action. First, she exiled Luri and his followers to the Ujuldara and Kummuria ruins, effectively banishing them from the Jasha Republic. The rebels, mainly dhampirs, Tdet (True) Higher Vampires, and other vampires, were sent to the territories beyond the Sunrise Sea. Second, Traja unified the Jasha Federation and Jasha Republic. Most Dyrians returned to Jasha's mainland, while the new territory across the Sunrise Sea was allocated to Luri's group.

Luri's Development

Following their exile, Luri and his followers established a base on the new region, focusing on three locations: an inland urban ruin, a village settlement, and the sharp mountains. Upon reaching the ruins, they discovered it was once the capital of the ancient kingdom of Xeryom Regnom, known as Kommoriom, abandoned around 1,000 years ago. They found ancient texts, advanced technologies, and remnants of a pantheon where the [Old Ones](#) were worshipped. They repaired the ruins to establish a new capital.

Another group explored the nearby village ruins and the icy mountains known as *Worōs Orōs*, later called Manias Magurasas in Nure Dialect. Despite difficulties, they discovered rich metallic resources and established mines.

Bhaskis's colonization

Bhaskis, a female-only race related to the vodyanois arrived in the western peninsula of Mathlum-San, known as Mutulan. Bhaskis, however, unlike other vodyanoy, was agreeable and supported Luri's political system, finding it compatible with her own values. Her marine followers settled in Mathlum-San, and the "Sea People Council" was established in Mutulan, alongside councils in Kumuria, Manias Magurasas, and the Tundra region. These councils united to form Mathlum-San, adopting a constitution and general law.

Establishment of Council's Union (end of 1460s)

With the successful overhaul of Kummuria and development in Manias Magurasas, Luri declared independence from the Jasha Republic. To gain international trust, the assembly officially opposed the authoritarian socialism present in the [Amapaba Basin](#), emphasizing Mathlum-San's commitment to anarcho-socialism. Traja and the Jasha Republic Assembly recognized their independence and established mutual economic agreements, solidifying Mathlum-San's place as a sovereign nation.

Government

Due to its founding history, Mathlum-San has adopted a system influenced by the Great Sea Civilization and Tir Tochair. This system is strongly defined by the constitution, crafted by Luri, who was once involved in drafting the Jasha Republic's constitution.

The country is divided into several regions, each enjoying significant autonomy and governed through direct democracy. These regions handle most local matters except diplomacy and a few basic laws. The central government comprises three distinct branches:

- **Komnom:** An indirect assembly representing each region.
- **Kómwoiryom:** The supreme legal organization.
- **Pelditer:** The ruler, titled "Deuks," must be a non-human with higher intelligence and strong honesty, as per the constitution. The Deuks is elected for life unless removed by the Komnom.

Geography

See the article on [Caxantha \(region\)](#) for details.

Known Regions

During their explorations, Luri's party established autonomous institutions called "Mathlum," meaning "council" in the Nure Dialect, tailored to each area's unique needs.

Notable cantons include:

- **Kumuria (Komoriom):** The capital area of Mathlum-San, predominantly inhabited by Dhampirs and other non-human species.
- **Mutulan (Muthulxo):** The western countryside, home to Bhaskis, her followers, and a few Caxanthians.
- **Manias Magurasas.**

Population

Mathlum-San's population consists mostly of non-humans, including [\(True\) Higher Vampires](#) and [dhampirs](#), due to the region's severe climate.

The Jashanians are an ethnic dhampir group, descended from the intermingling of different vampire lineages with humans and other non-humans. They inherit traits from both vampires and their non-human ancestors. Like other dhampirs, their lifespans range from several centuries to a millennium.

Population in middle 1500's				
Race/Tribe	Rates	Individuals	Languages	Others

Jashanian	36%	540,000	Ancient Caxantha Language, Elder Speech (sometimes)	Mixed dhampir people
Dhampir	30%	450,000	Tdet Language (Nure dialect), Ancient Caxantha Language	mixed with human/elf and Tdet/Gharasham/Ammurun
Caxanthian	20%	300,000	Tdet Language (Nure dialect), Ancient Caxantha Language	three-quarter dhampir people
Dyrian	6%	90,000	Dyrian dialect	
Merpeople	4%	70,000	Elder Speech (Sea Dialect)	
Nereids	3%	48,000	Elder Speech (Sea Dialect)	
Tdet and other Vampires	0.1%	1,200	Tdet Language (Nure dialect), Ancient Caxantha Language (sometimes)	Ruling race
Bhaskis	0.01%	300		

Agriculture

In Mathlum-San, all fields, equipment, and facilities, even residences, legally belong to autonomous communities called *span-thuesh*. Each community comprises a few hundred members. However, due to the harsh climate, agriculture is limited, and most grains and vegetables are imported from friendly nations like Ilam Qurum, Ketu Rahu, Welatê Namûs, and Amce-Thuti.



Pasture

Pastoralism thrives near the border with Amce-Thuti. Nomadic lifestyles are constitutionally guaranteed, although most people reside in urban areas. Similar to agriculture, all livestock, equipment, and residences belong to *span-thuesh* communities, which range from a dozen to a hundred members. These communities often breed thousands of reindeer and dozens of horses. Reindeer serve as both vehicles and sources of meat, milk, leather, and horn, all essential to local cuisine and industry.

Fishery

Fisheries are another crucial industry in Mathlum-San, given the harsh climate's limitations on agriculture. Fishing provides food and animal products throughout the region. Whales, salmon, king crab, opilio crab, tanner crab, pollock, and other groundfish are abundant and profitable in the Sunrise Sea. Whales are valued not only for their meat but also for their oil, leather, and other materials used in construction, medicine, and crafts. Fish and whale oils are also supplied to the fuel guild, established as an alternative to Sukuna's industry.

Mining

Mining forms the industrial backbone of Mathlum-San, with numerous mines in Manias Magurasas. There are three major mines and several smaller private mines, all under guild oversight.

- **Kashan Mine:** Produces gold, silver, gems, and unknown materials used as ink for glass. The ores here often contain unique impurities.
- **Vumirtadtrat Mine:** Located under the Vumirtadtrat Volcano, it yields iron, copper, tin, zinc, and gems.
- **Yakka Mine:** Produces arsenic, fluorite, borax, lead, and mercury.

Additionally, smaller mines extract rock salt, coal, clay, marble, and granite. Peat is mined in tundra plains and coastal areas between Kummuria and Mutulan. The three major mines are collectively owned and operated by miners, while smaller mines belong to the miners' guild or fuel guild.

Production

Production is central to Mathlum-San's industry. Most mined materials are used for metallurgy, smithing, and crafting. Tin and zinc, combined with copper, are vital for these processes. Due to resource constraints, artisans excel in metallurgy, blacksmithing, lapidary work, and chemistry, producing everything from tableware to weapons and magical artifacts.

Factories vary in scale, from private and family operations to artisan-managed enterprises. Each factory belongs to one or more relevant guilds. Most artisans are dhampirs, with a few vampires, primarily residing in Kummuria.

Culture

Despite its socialist economic system, the culture of Mathlum-San closely resembles that of the Jasha Republic mainland due to their historical connections. However, significant differences have emerged, shaped by the conflict with Sukuna and the unique demands of a socialist economy.

Food and Cuisine

The food and cuisine in Mathlum-San are largely similar to those of the Jasha Republic. However, due to the harsher climate and limited food resources, preserved foods are far more popular in Mathlum-San. One notable example is "*vaśamajjā*" in Nure Dialect (or "ostes lajos" in Ancient Caxantha Language), a recipe rediscovered from stone inscriptions in the ruins of Kumuria.

Recipe for Vaśamajjā:

1. Meat is cut into thin slices and dried over a slow fire or under the hot sun until hard and brittle. Approximately 2 kilograms of raw meat or fish yield 500 grams of dried food.
2. The dried meat is laid on tanned animal hide, beaten with flails, or ground between two large stones into a fine, powdery consistency.
3. Melted fat is added to the powdered meat in a 1:1 weight ratio.
4. Dried fruits (such as berries), nuts, beans, and honey are pounded into powder and mixed with the meat-fat mixture.
5. The final mixture is packed into rawhide bags, cooled, and hardened into a durable, long-lasting food product similar to pemmican.

Vaśamajjā is widely exported to regions such as the Jasha Republic, Amce-Thuti, the [Far East](#), the [Far North](#), and the [Western Continent](#).

Residences

Residences in Mathlum-San are of two primary types:

- **Marble and Granite Buildings:** Found mainly in Kumuria and Stardew City, these structures range from low-rise to high-rise buildings, reflecting the region's architectural adaptation to the climate.
- **Rural Dwellings:** In less urbanized areas, traditional and functional housing styles dominate, utilizing local materials suited to the environment.

Family System

The family system in Mathlum-San mirrors that of the Jasha Republic. Families are typically smaller, avoiding the formation of stem or extended families. Instead, relationships with friends, neighbors, and colleagues often substitute for extended familial connections. This network of social bonds is highly valued and actively maintained.

Personality and Lifestyle

The inhabitants of Mathlum-San are known for being more inquisitive and extroverted than those in the Jasha Republic or even Amce-Thuti. They prioritize relationships with friends, neighbors, workplace colleagues, and cultural group members. Socializing and fostering connections often take precedence over work.

Key personality traits and social values include:

- **Sociability and Energy:** A culture of mutual support and energizing behavior is highly regarded.
- **Respect for Diversity:** People in Mathlum-San are habituated to respecting others' backgrounds, avoiding discriminatory attitudes, and valuing modesty and warmth.
- **Emotional Sensitivity:** Inhabitants are sensitive to others' emotions and place great importance on expressing feelings, whether in celebration or grief.
- **Social Obligations:** It is considered vital to keep promises for social events and festivals. Participation in these events is viewed as a moral obligation, and absence is seen as highly improper.
- **Festivals and Gatherings:** Grand festivals and events are frequent, fostering a sense of community and togetherness. Open emotional expression and spontaneous venting are encouraged to prevent prolonged grievances.
- **Creative and Cultural Activities:** Writing lyrics, songs, and dramatic scripts is a popular pastime. These activities reflect a cultural response to Sukuna's authoritarianism, emphasizing individuality and artistic expression.

This collective personality and lifestyle have naturally evolved as a formalized societal norm, standing in opposition to Sukuna's authoritarian and self-centered tendencies.

Language

The primary language of Mathlum-San is the Nure Dialect, also the official language of the Jasha Republic. It was introduced by Luri and their followers during their exile. While the grammar and core vocabulary remain consistent with the Jasha Republic's version, Mathlum-San incorporates numerous words from the languages of the [Asatta Peninsula](#) and [Fabiola](#), reflecting exchanges with immigrants from Amce-Thuti.

Another notable language is the reconstructed script language discovered in the ruins. This language, refined and arranged by Luri, has become the mother tongue among the dhampir population.

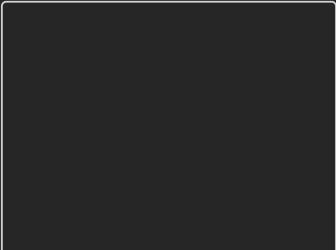
Trivia

- Needless to say, this concept of Mathlum-San is from Soviet Union.
- The language and culture are based on hybrid of Proto-Indo-European and Ancient Rome language and culture, sometimes with the Native Americans and Siberian tribes.
- The social system and custom are the hybrid of Proto-Indo-European and ancient Rome society.

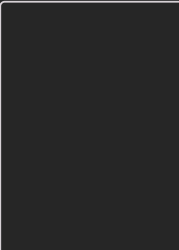


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